

Exercise 02565-12	Softimage Eddie - User Interface - Video Editing
Readings	ED: Softimage Eddie 3.5, User's Guide, chapter 2, 3, and 4
Purpose	The purpose of the exercise is to give an introduction to the user interface of Softimage Eddie and to demonstrate simple video editing facilities using Eddie. The exercise demonstrates how to create hierarchies of tools, which are used in compositing pictures and video sequences. The exercise also introduces a series of concepts such as Camera, Processing area, Matte, Alpha channel, and size donor.
Part 1	Carry out exercise 1 "City Scape" from the manual Softimage Eddie 3.2 - Quick Start.
Part 2	Make exercise 2 "Highbeam" from the manual Softimage Eddie 3.2 - Quick Start.
Part 3	Continue with "Flying logo" exercise from exercise 02565-10.
Notes	The tutorials make reference to Softimage Eddie version 3.2, but the installed version is version 3.5. There have been minor changes between the two versions - mostly of cosmetic nature. Most of the functionality has been kept and a few extra functions have been added. For instance the icons are redesigned and the layout of the dialogue areas has been changes a bit. The newcomers will notice that the file viewer and the management of windows (ex. Workspace-menu>Read Picture) fortunately has been redesigned to standard SGI layout and behaviour, page 2-35 in Eddie User's Guide(ED). The function keys have also been redefined. Finally, the Window>Boxes has been renamed and is accessed from the card Input Editor i the lower right part of a tool. The layout has also been changed from row oriented to column oriented. Apart from these changes the 3.2 tutorials work OK together with Eddie version 3.5.
Start	Eddie is started using the eddie from a shell. At start up you may - in the Workspace-menu>Preferences - set the autosave function to 15 minutes and save your autosave file in the temporary directory to minimize the network load. The Quickstart files are placed in the directory. /appl/bsoftim/eddie3.5/QUICKSTART
Corrections	Page 18: Window>Boxes is already accessible from the card Input Editor at the lower right corner. Page 18: It is the Walker- picture that is larger than the rest of the pictures. Do the correction in the first key_luma tool. Page 28: If necessary do the scaling of .5 yourself.
NJC21.03.2002	Page 29: Use the Transformation of "jetplane" in the card Input Editor in stead of using the Window>Boxes.